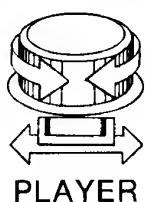
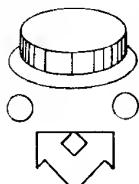


FIRE KICK

OPERATION



BOTH WAY
DIAL



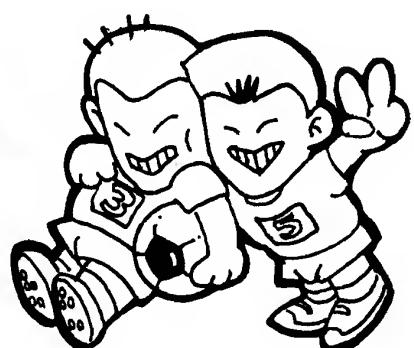
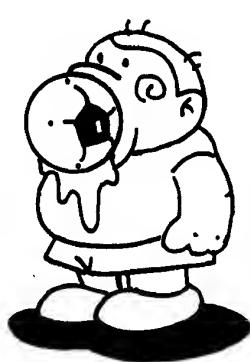
YOU CAN MAKE
CURVE BALL BY
DIAL WHEN THE
BUTTON KEEP
PUSH.

SEEN CLEAR

YOU CAN GO NEXT SEEN WHEN YOU GET THE POINT OVER ENEMY'S POINT WHICH APPEAR UPPER SIDE ON THE SCREEN OR YOU KNOCK DOWN ALL ENEMY EXCEPT ENEMY'S "GOAL KEEPER" AND "FORWARD"

POWER UP

B	MAKE SLOW YOUR BALL
C	CAN CATCH YOUR BALL
DF	YOUR DEFENSE LENGTH CHANGE TO LONG
FW	YOUR FORWARD APPEAR, THEN IF GET PASS CAN HELP SHOOT TO GOAL
LP	FOR NEXT SEEN
1UP	INCREASE ONE PLAYER



DIP SW I

ITEM	CONTENTS	1	2	3	4	5	6	7	8			
PLAYER NUMBER	3	OFF										
	5	ON										
EXTEND	2·3·4·5·60000POINTS		OFF	OFF								
	3·4·5·6·7·80000POINTS		OFF	ON								
	20000 & 60000POINTS		ON	OFF								
	ONLY 20000POINTS		ON	ON								
DIFFICULTY	LEVEL 1		EASY		OFF	OFF						
	LEVEL 2		DIFFICULT		OFF	ON						
	LEVEL 3		DIFFICULT		ON	OFF						
	LEVEL 4		DIFFICULT		ON	ON						
CONTINUE PLAY	YES							OFF				
	NO							ON				
GAME STYLE	TABLE TYPE							OFF				
	UPRIGHT TYPE							ON				
MONITOR SCREEN	NORMAL							OFF				
	REVERSE							ON				

DIP SW II

ITEM	CONTENTS	1	2	3	4	5	6	7	8		
COIN·A	1 COIN 1 CREDIT	OFF	OFF	OFF	OFF						
	1 2	OFF	OFF	OFF	ON						
	1 3	OFF	OFF	ON	OFF						
	1 4	OFF	OFF	ON	ON						
	1 5	OFF	ON	OFF	OFF						
	2 1	OFF	ON	OFF	ON						
	2 3	OFF	ON	ON	OFF						
	2 5	OFF	ON	ON	ON						
	3 1	ON	OFF	OFF	OFF						
	3 2	ON	OFF	OFF	ON						
	3 4	ON	OFF	ON	OFF						
	3 5	ON	OFF	ON	ON						
	4 1	ON	ON	OFF	OFF						
	4 3	ON	ON	OFF	ON						
	4 5	ON	ON	ON	OFF						
	5 1	ON	ON	ON	ON						
COIN·B	1 COIN 1 CREDIT							OFF	OFF	OFF	OFF
	1 2							OFF	OFF	OFF	ON
	1 3							OFF	OFF	ON	OFF
	1 4							OFF	OFF	ON	ON
	1 5							OFF	ON	OFF	OFF
	2 1							OFF	ON	OFF	ON
	2 3							OFF	ON	ON	OFF
	2 5							OFF	ON	ON	ON
	3 1							ON	OFF	OFF	OFF
	3 2							ON	OFF	OFF	ON
	3 4							ON	OFF	ON	OFF
	3 5							ON	OFF	ON	ON
	1 10							ON	ON	OFF	OFF
	1 25							ON	ON	OFF	ON
	1 50							ON	ON	ON	OFF
	5 1							ON	ON	ON	ON

SOLDER SIDE			PARTS SIDE
GND	1B	1A	GND
"	2B	2A	"
+5V	3B	3A	+5V
"	4B	4A	"
	5B	5A	
+12V	6B	6A	+12V
BLANK FOR STOPPER	7B	7A	BLANK FOR STOPPER
COUNTER B	8B	8A	COUNTER A
	9B	9A	
SPEAKER (-)	10B	10A	SPEAKER (+)
	11B	11A	
GREEN	12B	12A	RED
SYNC	13B	13A	BLUE
	14B	14A	GND
	15B	15A	
*COIN B (SERVICE)	16B	16A	COIN A
2P START	17B	17A	1P START
	18B	18A	
	19B	19A	
	20B	20A	
	21B	21A	
2P SHOOT	22B	22A	1P SHOOT
	23B	23A	
	24B	24A	
(FOR SENSOR (LEFT))2PL	25B	25A	1PL (FOR SENSOR (LEFT))
(FOR SENSOR (RIGHT))2PR	26B	26A	1PR (FOR SENSOR (RIGHT))
GND	27B	27A	GND
"	28B	28A	"

*WHEN DIP SW 3-8 "ON", IT MAKE SERVICE SW. (1COIN 1CREDIT)

